

LISTING OF CLAIMS:

Please cancel claims 10, 18, 20 and 22 without prejudice. Kindly amend claims 9, 11, 13, 16, 17, 19 and 21, as shown below. Please add new claims 23-26, as shown below.

This listing of claims will replace all prior versions and listings of claims in the Application:

Claim 1 (original). A shortcut key manager for managing shortcut key assignment, the shortcut key manager comprising:

an item receiver for receiving an item identification that identifies a non-command user interface item type;

a key receiver for receiving a key identification that identifies a shortcut key;

an assignment handler for assigning the shortcut key to the non-command user interface item type; and

a shortcut key handler for presenting an instance of the non-command user interface item to a user when the user uses the shortcut key.

Claim 2 (original). The shortcut key manager as claimed in claim 1 wherein the shortcut key handler has a focus setter for setting a user control focus to the non-command user interface item.

Claim 3 (original). The shortcut key manager as claimed in claim 2 wherein the focus setter sets a keyboard focus to the non-command user interface item.

Claim 4 (original). The shortcut key manager as claimed in claim 1 wherein the shortcut key handler has an item window controller for controlling display of a window with an instance of the non-command user interface item.

Claim 5 (original). The shortcut key manager as claimed in claim 4 wherein the item window controller has a window display unit for displaying the window at a current cursor location.

Claim 6 (original). The shortcut key manager as claimed in claim 4 wherein the item window controller has a window closing unit for closing the window in response to a user input.

Claim 7 (original). The shortcut key manager as claimed in claim 1 wherein the shortcut key comprises one or more key strokes.

Claim 8 (original). The shortcut key manager as claimed in claim 1 wherein the non-command item is not visual when it is not selected.

Claim 9 (currently amended). A method for managing shortcut key assignment, the method comprising steps of:

receiving an item identification that identifies a non-command user interface item type;

receiving a key identification that identifies a shortcut key; [[and]]

assigning the shortcut key to the non-command user interface item type;

receiving user input of the shortcut key; and

presenting an instance of the non-command user interface item to the user in response to the user input of the shortcut key.

Claim 10 (cancelled).

Claim 11 (currently amended). The method as claimed in claim [[10]] 9 further comprising a step of setting a user control focus to the non-command user interface item.

Claim 12 (original). The method as claimed in claim 11 wherein the focus setting step sets a keyboard focus to the non-command user interface item.

Claim 13 (currently amended). The method as claimed in claim [[10]] 9 wherein the presenting step comprises a step of controlling display of a window with an instance of the non-command user interface item.

Claim 14 (original). The method as claimed in claim 13 wherein the display controlling step displays the window at a current cursor location.

Claim 15 (original). The method as claimed in claim 13 wherein the display controlling step closes the window in response to a user input.

Claim 16 (currently amended). The method as claimed in claim [[10]] 9 wherein the user input receiving step receives one or more key strokes as the shortcut key.

Claim 17 (currently amended). A computer readable memory for storing the instructions and/or statements for use in the execution in a computer of a method for managing shortcut key assignment, the method comprising steps of:

receiving an item identification that identifies a non-command user interface item type;

receiving a key identification that identifies a shortcut key; [[and]]

assigning the shortcut key to the non-command user interface item type;

receiving user input of the shortcut key; and

presenting an instance of the non-command user interface item to the user in response to the user input of the shortcut key.

Claim 18 (cancelled).

Claim 19 (currently amended). Electronic signals for use in the execution in a computer of a method for managing shortcut key assignment, the method comprising steps of:

receiving through a user input unit of the computer an item identification that identifies a non-command user interface item type;

receiving through the user input unit a key identification that identifies a shortcut key;

[[and]]

assigning the shortcut key to the non-command user interface item type;

receiving through a user input unit user input of the shortcut key; and

presenting on a display unit of the computer an instance of the non-command user interface item to the user in response to the user input of the shortcut key.

Claim 20 (cancelled).

Claim 21 (currently amended). A computer program product for use in the execution in a computer of a method for managing shortcut key assignment, the computer program product comprising:

a module for receiving through a user input unit of the computer an item identification that identifies a non-command user interface item type;

a module for receiving through the user input unit a key identification that identifies a shortcut key; [[and]]

a module for assigning the shortcut key to the non-command user interface item type;

a module for receiving through the user input unit user input of the shortcut key; and

a module for presenting through a display unit of the computer an instance of the non-command user interface item to the user in response to the user input of the shortcut key.

Claim 22 (cancelled).

Claim 23 (new). The shortcut key manager as claimed in claim 1 wherein the shortcut key handler has an item window controller for controlling display of a small pop-up window to display the instance of the non-command user interface item at a current mouse cursor location when the user uses the shortcut key assigned to the non-command user interface item, and the focus setter sets a keyboard focus to the non-command user interface item displayed in the pop-up window.

Claim 24 (new). The shortcut key manager as claimed in claim 23 wherein the item window controller displays the pop-up window which is free of command user interface items or non-command items other than the instance of the non-command user interface item to which the shortcut key is assigned.

Claim 25 (new). The method as claimed in claim 9 wherein the presenting step comprises a step of controlling display of a small pop-up window to display the instance of the non-command user interface item at a current mouse cursor location when the user uses the shortcut key assigned to the non-command user interface item, and the focus setting step sets a keyboard focus to the non-command user interface item displayed in the pop-up window.

Claim 26 (new). The method as claimed in claim 25 wherein the display controlling step displays the pop-up window which is free of command user interface items or non-command items other than the instance of the non-command user interface item to which the shortcut key is assigned.